

Shire rats

2400 / 2400 VALID

1st Battalion

Mother Cryza [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Inf)	6	3+	-	5+	2	5	15	3	[230]
Lightning Bolt (5)									[0]
Bane Chant (3)									[0]
Special Rules: Cloak of Death, Crushing Strength(1), Ensnare, Very Inspiring Traits: Spellcaster									

Birthling Daughter [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Blight Pistol (12", Att: 3, Piercing (1)) <i>Special Rules: Individual, Inspiring, Messenger</i>	6	4+	4+	4+	1	3	13	2	[125]
Champion Hero (Inf) Blight Pistol (12", Att: 3, Piercing (1)) <i>Special Rules: Individual, Inspiring, Messenger</i>	6	4+	4+	4+	1	3	13	2	[125]

Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde Spears <i>Special Rules: Rallying(Only when Horde Unit Size is chosen),Phalanx Traits: Ratpack</i>	6	5+	-	4+	4	30	21	2	[165] [15]
Core Inf Regiment <i>Special Rules: Rallying(Only when Horde Unit Size is chosen) Traits: Ratpack</i>	6	5+	-	4+	2	12	14	2	[85]
Core Inf Regiment <i>Special Rules: Rallying(Only when Horde Unit Size is chosen) Traits: Ratpack</i>	6	5+	-	4+	2	12	14	2	[85]
Core Inf Regiment <i>Special Rules: Rallying(Only when Horde Unit Size is chosen) Traits: Ratpack</i>	6	5+	-	4+	2	12	14	2	[85]

Scurriers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	7	5+	5+	3+	2	12	15	2	[160]
Blight Throwers (18") <i>Special Rules: Feint, Scout, Stealthy, Vicious</i>									

Hackpaws	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	10	4+	-	4+	1	8	12	3	[105]
Special Rules: Nimble, Thunderous Charge(1), Vicious(Combat) Traits: Ratpack									

Tunnel Runners	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	8	4+	-	5+	2	24	16	4	[235]
Blessing of the Gods									[25]
Special Rules: Brutal(1),Crushing Strength(1),Thunderous Charge(1),Elite									

Death Engine Spewer	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	6	4+	5+	4+	2	D6+7	16	5	[175]
Rattlecannon (18", Piercing (2))									
Special Rules: <i>Crushing Strength(1), Fearless</i>									

2nd Battalion

Scudku-z'luk [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	-	5+	2	13	19	5	[320]
Special Rules: <i>Crushing Strength(3), Fly, Inspiring, Rallying</i>									

Shock Troops	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: <i>Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)</i> Traits: Ratpack									
Core Inf Horde	6	4+	-	4+	4	30	24	2	[220]
Special Rules: <i>Crushing Strength(1),Rallying(Only when Horde Unit Size is chosen)</i> Traits: Ratpack									

Vermintide	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	3+	1	8	11	1	[65]
Special Rules: <i>Height(1), Vicious(Combat), Wild Charge(D3)</i>									

Total Units:
Total Points:

15
2400

Total Unit Strength:

32

Command Order	Target	Description
Plague Pots	5	Units with the Ratpack Trait only. The unit gains the Ensnare and Stealthy special rules until start of its next Turn.
Scurrying Claws	4	Units with the Ratpack Trait only. The unit gains the Strider special rule.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Cloak of Death	In the Movement Phase, after this unit has completed its order, all enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Messenger	This unit has a +1 modifier when rolling to issue Command Orders.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this unit have a (+n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.

Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.